

# A Goblin's Tale - Players Handbook

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**Introduction:** You control a small tribe of goblins living on the outskirts of the forbidden realms. Can you lead them to glory and greatness or will the human menace prove too much. Build your dungeons, raze towns to the ground and make unlikely allies as you strive to become the greatest goblin tribe that ever lived.

An campaign for 1st to 8th level characters

by Daniel Posner



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# Beginning the Game

## Level 0

You will begin the game as a level 0 Generic Goblin (See Appendix 3). You should create a level 1 goblin character as well, however the game will begin with you at level 0.

When you play through this adventure, there are two distinct yet equally important elements of gameplay. These are the adventures that you will go on, and the turns in which you decide what your goblins do. During adventures, characters will face strange and interesting creatures, overcome tremendous odds and make unlikely allies. During your turns you'll micromanage your tribe, build a lair and generally promote your goblin tribe.

## Religion

In this campaign, religion plays an important and central role. Over the course of your adventures you will find a variety of religions that your goblins may worship by either consulting other worshippers or purchasing expensive items. There are two main advantages to worshipping a deity

**1) Tribe Benefits:** Your tribe of goblins will all gain a variety of benefits from worshipping a religion. Most of the time, you'll automatically get these for levelling up, however sometimes there are more onerous requirements.

**2) Individual Benefits:** As the tribal religious leaders, your individual goblins will also gain powerful abilities from their worship. Most of the time these are also automatically gained upon leveling up, however sometimes there will be other prerequisites.

(Add specific Religions at end in appendix)

## Changing Religion

You may want to change religion at some point during the campaign. If you attempt to change religion you automatically lose all the benefits and detriments of your old religion. If you meet the prerequisites for the religion you're attempting to change to, you will begin as a level 1 worshipper of that religion.

Every time the character levels up they gain 2 levels instead of the usual 1 level in the religion until their religion level equals their actual level. However if a character does not meet the pre-requisites for a certain level of religion, they cannot advance further until they have met those pre-requisites.

## Death

Depending on how you play your goblins, you may die a lot in this campaign. When you die it is presumed that a suitable goblin in your tribe takes your place. You may roll a new character 1 level lower than the rest of the party. Your religion level drops to 0 if this happens.

## Gathering Allies

As you adventure you may encounter a number of friendly and unfriendly tribes and characters.

Allying with someone will grant you some of or all of the following benefits:

**1) New Playable Character:** Allying with a tribe may unlock a new race for you to play as. You may choose to swap to the new character, or keep your old character. These characters should be recorded, if a player dies instead of rolling a new character one level lower, you may play as or swap to the unlocked race and maintain your current level. Only one player may swap to a character of the new race. Any disputes as to who gets the character should be decided by a goblin gambling game (ask your DM)

**2) Tribal Benefits:** Allying with certain characters will unlock new items and abilities for your goblins. For example, you may unlock rope, which allows for a whole host of premade traps to be implemented into your lair, or more creative rope-based traps of your own design. Alternately, you may gain some benefit every turn, such as additional food.

**3) Raiding Benefits:** At some point you may want to raid a human town. Your allies may wish to partake in such a raid for gold, revenge or more sinister reasons.

## Taking an Average Turn

### Actions in a Turn

(Insert segment from DM's guide - reword slightly) -

## Gathering Food

At the beginning of this adventure, your tribe will be starving and on the brink of death. Through assigning your goblins to collect food you can offset this, however invariably there are too many tasks to do and not enough time so you may need to make sacrifices.

There are a variety of ways to collect food. Gathering fruit and nuts is low risk, but you won't get much. Hunting critters will provide a greater food supply, but will provide more sporadic returns. Finally only small goblin tribes will be able to hunt larger creatures (so as not to deplete the land), which provides the most food. However your goblins will often come back empty handed if they search for such a prize. Also it's dangerous.

## Building Your Lair

Your goblins can create a variety of things, most notably Traps, Booze, Weapons and Armor, The Dungeon and More Goblins. Each of these provides a unique and powerful benefit.

**Traps:** Your goblins can create a variety of traps in the dungeon. Creating a trap can be as easy as selecting a pre-designated trap from the list or you can create one yourself (at the DM's discretion). Some traps will require special equipment such as rope, which will need to be obtained.

Keep in mind traps cannot be placed within 5 feet of a sleeping goblin (in a room), and there must be one 5ft safe path connecting all rooms and an exit to the dungeon.

**Swampmuck Ale:** Goblin ale is useful for a variety of combative purposes (as well as the obvious) however it is also highly explosive. Until you unlock the secrets of brewing refined swampbeer, you'll have to accept the fact that some batches are just going to explode.

**Weapons and Armor:** Crafting Armor requires leather which can be gathered from critters and creatures. Goblin armor is crude and doesn't provide much protection, but it's better than nothing. Crafting Weapons requires a specific ally who will teach the goblins the secrets of weaponcraft. You

cannot craft weapons until you have learnt these secrets.

**The Dungeon:** Your goblins will all need rooms to sleep in, and as your tribe grows your dungeon will need to expand. Additionally, a complicated tunnel network may be just what your tribe needs to bewilder pesky adventurers, especially when it's rigged with traps.

**More Goblins:** Breeding provides you with more goblins which means you can do more stuff. However a growing goblin needs lots of food so there is also a hefty food penalty when you breed. Remember, all goblins need a place to sleep, so be sure to build rooms as well

## Adventuring

When you go on an adventure, you'll need to pick a nearby area on the world map to go to. This will be where your goblin adventurers go for the turn. What will happen will depend on the locale, your DM and to some extent luck.

Some areas will not be on your original goblin maps. As the campaign goes on, these spots will be filled in with locations you can travel to.

## Fighting Adventurers

Sooner or later you are bound to encounter some plucky group of adventurers following an antiquated set of values that includes killing goblins. A goblin is not as strong as a typical adventurer, and adventurers are particularly strong in this campaign. To defeat such adventurers you'll need to use all your gobliny cunning and strength.

Traps, poisons, ambushes, buffs and whatever you can think of is fair game to deal with adventurers. You can even engage them in a fair fight if you so desire, but to do so would be ill advised. Many goblins have done so in the past, and none have returned to tell the tale.

## Appendix 1: Sample Traps and Improvements

### Sample Traps - Levels 1-4

**Simple Pit Trap (10 ft)** A simple pit trap is a 10 foot long 5 foot wide hole dug in the ground camouflaged by a large cloth. It has a Spot DC of 10 and deals 1d6 Bludgeoning Damage for every 10 ft deep. A player may use an additional 4 goblins when building this trap to make it 5 feet longer or wider (but not deeper). They may do this as many times as they desire.

**Explosive Keg of Ale Trap (Materials: 10 goblin ale)** An explosive keg of ale trap is constructed by filling a large barrel with a particularly volatile batch of goblin ale. The trap must be manually lit by a goblin, and will detonate 1 round after being lit. It deals damage in a 20 foot radius, dealing 2d10 damage to characters within 10 feet and 1d10 damage to characters within 20 feet. A dexterity save (DC 12) halves this damage.

**Falling Net Trap (Materials: Rope)** See Page 122 Dungeon Master's Guide

**Poison Needle Trap (Materials: 1 Poison)** A poison needle trap must be attached to an existing container such as a chest or barrel. It is noticed on a DC 15 spot check. If activated, it applies 1 poison to whoever opened the container.

**Hidden Crossbow Trap (Materials: Rope)** Spot DC 15, +10 to hit, 1d10 Piercing Damage per crossbow (max 2)

**Controlled Rockslide Trap** This trap dumps a large bucket of rocks on top of the unwitting adventurers. The adventurers spot this trap on a wisdom check DC14. It deals 2d10 bludgeoning damage, however a reflex save DC 11 halves this.

### Sample Improvements - Levels 1-4

**Dig Pit Trap (max 20ft without kobolds, max 30ft with kobolds).** An existing Pit Trap becomes 10 feet deeper. Add 1d6 bludgeoning damage to an existing pit trap.

**Disguised Pit Trap (Materials: 1 Leather)** Increase Spot DC of an existing pit trap to 14.

**Spiked Pit Trap** Add 2d10 piercing damage to an existing pit trap. Players can no longer use *Dig Pit Trap* on this pit.

**Poisoned Pit Trap (can only be used on Spiked Pit Trap) (Materials: 4 poison)**

Add effects of one poison to pit trap

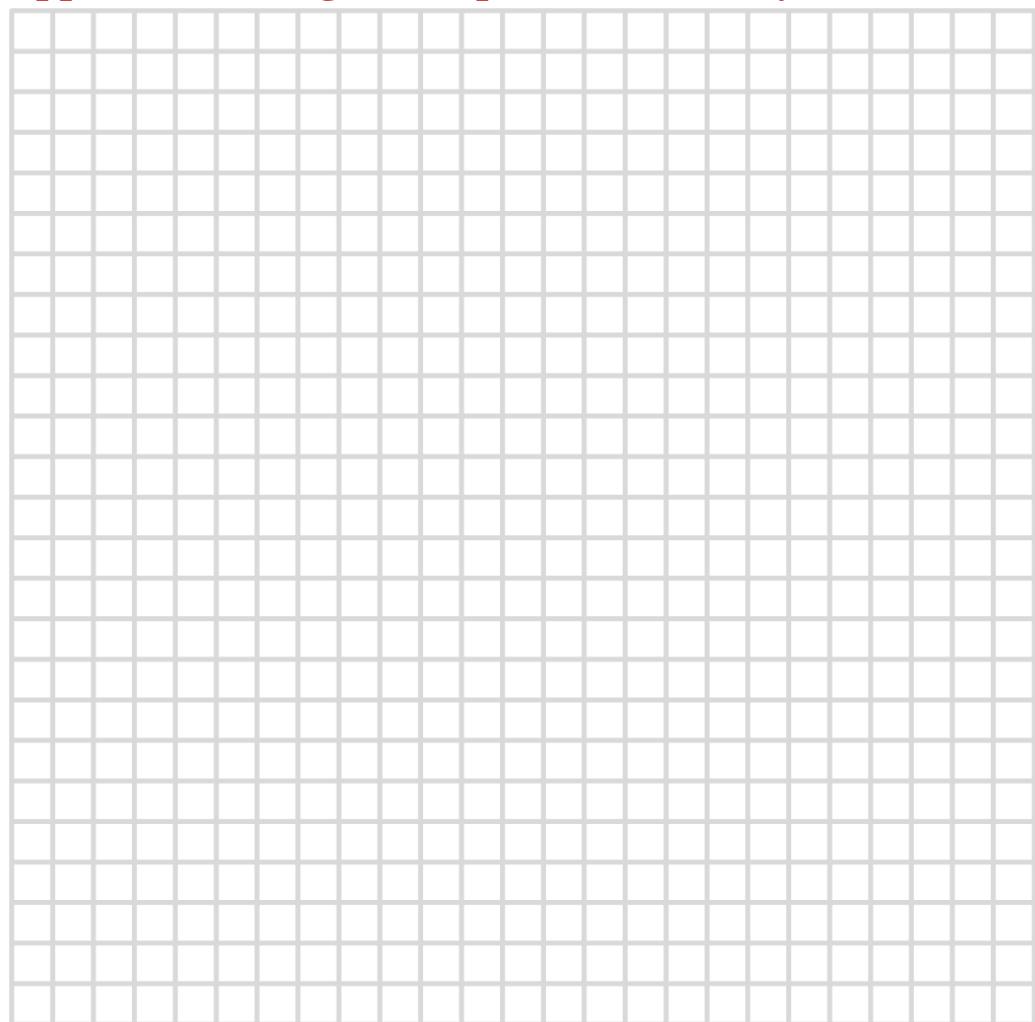
**Hoisted Explosive Keg of Ale Trap (Materials: 10 goblin ale - Rope)**

Spot DC 13. If the explosive keg lands on a character, they take an additional 1d10 damage. The hoisted version of this trap does not need to be manually lit by a goblin.

**Poisoned Crossbow Trap (Materials: 1 poison)**

Add the effects of 1 poison to 1 Crossbow Trap

## Appendix 2: Dungeon Map (to be drawn by PC's)



## Appendix 3: Generic Goblin Character Sheet

DUNGEONS & DRAGONS®		Generic Goblin		No Class - Level 0		None		CHARACTER NAME		BACKGROUND		PLAYER NAME			
				CLASS & LEVEL		RACE				ALIGNMENT		EXPERIENCE POINTS			
				Goblin						Chaotic Evil		0			
STRENGTH 8 -1		INSPIRATION 0		ARMOR CLASS 12		INITIATIVE +2		SPEED 30ft		PERSONALITY TRAITS					
DEXTERITY 14 +2		PROFICIENCY BONUS 0		Hit Point Maximum 7		CURRENT HIT POINTS 7		TEMPORARY HIT POINTS		IDEALS					
CONSTITUTION 10 +0		SAVING THROWS		Total 7		2d6		SUCCESSES FAILURES DEATH SAVES		BONDS					
INTELLIGENCE 10 +0		SKILLS		NAME		ATK BONUS		DAMAGE / TYPE		FLAWS					
WISDOM 8 -1		Acrobatics (Dex) Animal Handling (Wis) Arcana (Int) Athletics (Str) Deception (Cha) History (Int) Insight (Wis) Intimidation (Cha) Investigation (Int) Medicine (Wis) Nature (Int) Perception (Wis) Performance (Cha) Persuasion (Cha) Religion (Int) Sleight of Hand (Dex) Stealth (Dex) Survival (Wis)		Flint Dagger +2 to hit - 1d4+2 piercing/slashing								Darkvision: 60ft			
CHARISMA 8 -1		Sling +2 to hit 1d4+2 bludgeoning								Nimble Escape: A goblin can take the disengage or Hide action as a bonus action on each of its turns					
9 PASSIVE WISDOM (PERCEPTION)		ATTACKS & SPELLCASTING													
Languages: Goblin		EQUIPMENT		1 Flint Dagger 1 Leather Sling 6 Round Stones (for use in sling)						FEATURES & TRAITS					
OTHER PROFICIENCIES & LANGUAGES															

## Appendix 4: Religion

In "A Goblin's Tale" the PC's can worship a variety of evil deities. Doing so provides both individual benefits and benefits to the entire tribe.

**Worship** Worship requirements are what a PC needs to do to level up the effects of their chosen deity. Worship begins at 0 for all deities and goes up when requirements are met.

Worship can go up several levels if an event occurs. This is highlighted in "A Goblin's Tale" by placing the word event after the worship level requirement e.g. (Level 4 - Event:)

If a PC goes up a level in worship, they gain the corresponding individual benefit and all previous benefits e.g. level 4 worship gives the level 1, 2, 3 and 4 individual benefits. If the tribe worships that particular god, every member of the tribe also gets the group benefit and all previous group benefits.

A PC can only worship one deity at a time. If a PC begins worshipping another deity, they lose all the benefits of their previous worship.

**Individual** These benefits only affect an individual PC. Typically they are much stronger than group benefits. To gain an individual benefit a PC must have the

**Group** These benefits effect the entire tribe (as long as they worship the same deity). As well as being granted to the individual PC's, the generic mobs in the tribe also gain the same bonuses.

### **Worship of Orcus:**

#### **Leveling Up**

**Level 1 Event:** To reach level 1 worship of Orcus a player must either train under a worshipper of Orcus or possess the tome of Orcus. Additionally, one friendly ally must be sacrificed in a gruesome ceremony to Orcus.

**Level 2:** Level up and worship Orcus

**Level 3:** Level up and worship Orcus

**Level 4 Event:** Be at least level 4, worship Orcus, destroy at least one building in a town, kill at least 3 innocent civilians and worship Orcus

**Level 5:** Level up and worship Orcus

**Level 6:** Level up and worship Orcus

**Level 7:** Level up and worship Orcus

**Level 8 Event:** Sacrifice an intelligent ally or friend to Orcus.

#### **Group Benefits**

**Level 1 Group:** No Effect

**Level 2 Group:** All worshippers gain +2 Max HP

**Level 3 Group:** All worshippers gain advantage on saving throws against Fear

**Level 4 Group:** All worshippers gain the bonus of +1 Strength +1 Constitution

All worshippers suffer the drawback of -1 Dexterity -1 Charisma -1 Intelligence -1 Wisdom

**Level 5 Group:** Your worshippers deal an additional damage on all melee attacks

**Level 6 Group:** Your worshippers gain +1 constitution

**Level 7 Group:** Your worshippers gain +3 Max HP -1 intelligence

**Level 8 Group:** Your worshippers gain +1 strength

#### **Individual Benefits**

**Level 1 Individual:** You may cast False Life once per day as a Bonus Action

**Level 2 Individual:** Gain the blessing of Orcus. You can turn 1d4 *small* corpses into *Skeletons* per day. Unarmed Skeletons use a slam attack (+2 to hit 1d4 damage). Small skeletons deal 1d3 damage. Skeletons may be armed with weapons to increase their damage to 1d6. You may only control up to 4 skeletons at one time.

**Level 3 Individual:** Orcus blesses your weapon with unholy power. Your current weapon gains a permanent +1 bonus and radiates a faint necrotic aura.

**Level 4 Individual:** Gain the blessing of Orcus. You can turn 1d8 *small or medium* corpses into *Skeletons or Zombies*. Skeletons must be armed with weapons Unarmed Skeletons use a slam attack (+2 to hit 1d4 damage). Small skeletons deal 1d3 damage. Skeletons may be armed with weapons to increase their damage to 1d6. You may only control a total of 8 skeletons and zombies at one time. Small zombies only deal 1d4 damage

**Level 5 Individual:** No Effect

**Level 6 Individual:** Gain the blessing of Orcus. You can turn 1d12 *small or medium* corpses into *Skeletons or Zombies or 1d4 large corpses into zombies*. Large Zombies (see monster manual Zombie Ogre p316).

**Level 7 Individual:** Orcus blesses your weapon granting it a +2 attack and damage bonus.

**Level 8 Individual:** Reincarnation: Any enemy that your undead minions kill is brought back to life as a zombie under your control. You can control a maximum of 4 zombies this way at any one time.

## ***Worship of Magubliet***

### ***Leveling Up***

**Level 1 Event:** To reach level 1 worship of Magubliet a player must either train under a worshipper of Magubliet or possess the tome of Magubliet. Additionally a player must sacrifice

creatures that have a food value of 10 and offer them as a gift to Magubliet.

**Level 2:** Level up and Worship Magubliet

**Level 3:** Level up and Worship Magubliet

**Level 4 Event:** Be at least level 4. Light at least 7 buildings on fire (or all the buildings in the settlement if there are less than 7) when raiding a settlement.

**Level 5:** Level up and worship Magubliet

**Level 6:** Level up and worship Magubliet

**Level 7:** Level up and worship Magubliet

**Level 8 Event:** Have at least 200 goblins

### ***Group Benefits***

**Level 1 Group:** Goblins who worship Magibliet spawn 1d8 young instead of 1d6

**Level 2 Group:** Goblins who worship Magibliet spawn 1d10 young instead of 1d8

**Level 3 Group:** Goblins who worship Magibliet spawn 2d6 young instead of 1d10

**Level 4 Group:** Goblins who worship Magibliet spawn 2d8 young instead of 2d6

**Level 5 Group:** You unlock magubliet specific traps

**Level 6 Group:** Your goblins breed 2d10 young instead of 2d8

**Level 7 Group:** No Effect

**Level 8 Group:** Generic goblins gain +1 on their attack and damage rolls if they outnumber their foes

### ***Individual Benefits***

**Level 1 Individual:** You gain +3 HP

**Level 2 Individual:** You gain +1 to hit with slings and daggers when your opponents are outnumbered.

**Level 3 Individual:** No Effect

**Level 4 Individual:** You gain the blessing of Magubliet. Gain +2 Dexterity.

**Level 5 Individual:** You deal an additional 2 damage on melee or ranged attacks if your party outnumbers your opponents

Level 6 Individual: No Effect

Level 7 Individual: You gain +1 dodge AC

Level 8 Individual: You may bring an ordinary goblin with you adventuring as a bodyguard. He blocks the first attack that would hit you in combat.

## *Worship of Tiamat*

### *Leveling Up*

**Level 1:** To reach level 1 worship of Tiamat a player must either train under a worshipper of Tiamat or possess the tome of Tiamat. Additionally a player must sacrifice 5 different species of animals to Tiamat. Critters do not count towards this requirement

**Level 2:** Level up and Worship Tiamat

**Level 3:** Level up and Worship Tiamat

**Level 4:** Find a dragon egg or light at least 5 buildings on fire.

**Level 5:** Level up and Worship Tiamat

**Level 6:** Level up and Worship Tiamat

**Level 7:** Level up and Worship Tiamat

**Level 8 Event:** Hatch a dragon or have 2 draconic allies

### *Group Benefits*

**Level 1 Group:** No Effect

**Level 2 Group:** Gain advantage on any charisma checks to befriend dragons

**Level 3 Group:** Your fingernails grow sharp and clawlike. +1 damage to any unarmed attacks .

**Level 4 Group:** All members learn to speak draconic.

Level 5 Group: You can now build Tiamat specific traps (ask dungeon master for specifics)

Level 6 Group: No Effect

Level 7 Group: You can automatically hatch any dragon eggs in your possession regardless of what they would otherwise require

Level 8 Group: Your followers gain resistance to fire damage

### *Individual Benefits*

**Level 1 Individual:** You learn to speak Draconic

**Level 2 Individual:** Gain resistance to Fire Damage

**Level 3 Individual:** No Effect

**Level 4 Individual:** You gain Fire Breath standard action (range 30 cone), deals 2d6 fire damage, dexterity DC 13 save to halve, usable once per day.

Level 5 Individual: Gain Immunity to fire damage

Level 6 Individual: Your Fire Breath deals 3d6 damage

Level 7 Individual: Your fire Breath deals 4d6 damage

Level 8 Individual: You grow a pair of clumsy wings (Flight speed 30 ft)

## ***Worship of Demogorgon***

### ***Leveling Up***

**Level 1 Event:** To reach level 1 worship of Demogorgon a player must either train under a worshipper of Demogorgon or possess the tome of Demogorgon. Additionally a player must host a ceremony where every worshipper cuts their finger and lets the blood spill into an altar.

**Level 2:** Level up and worship Demogorgon

**Level 3:** Level up and worship Demogorgon

**Level 4 Event:** Be at least level 4, worship Demogorgon, sacrifice at least 4 creatures whose total levels equal at least 10 in a frenzied ritual to demogorgon. (you may sacrifice more than 4 creatures to get a higher level total).

**Level 5:** Level up and worship Demogorgon

**Level 6:** Level up and worship Demogorgon

**Level 7:** Level up and worship Demogorgon

**Level 8 Event:** Suffer a near death experience (reduced to at least 0 hp).

### ***Group Benefits***

**Level 1 Group:** All worshippers share in a random form of indefinite madness (see DMG page 260). This does not go away even if worship ends.

**Level 2 Group:** All worshippers gain proficiency in a random skill (the same skill).

**Level 3 Group:** Nothing Happens

**Level 4 Group:** Roll a d6 and consult the table below

1-2

All followers hands become webbed. giving them advantage on any athletics checks when swimming.

3-4

All followers grow an extra finger on their left hand giving them advantage on athletics checks when climbing

5-6

All followers gain an extra toe on each foot giving them advantage on athletics checks to maintain their balance

**Level 5 Group:** All worshippers gain advantage on melee weapon damage rolls against clerics and priests of other faiths.

**Level 6 Group:** All worshippers gain +1 to a random stat and -1 to another random stat

**Level 7 Group** You gain Demogorgon Specific traps (ask dungeon master for specifics)

**Level 8 Group** Your followers suffer from horrible deformities and have advantage on any intimidate checks.

### ***Individual Benefits***

**Level 1 Individual:** No Effect

**Level 2 Individual:** You gain resistance against any affects that would leave your character frightened

**Level 3 Individual:** Gain +1 in one random stat and +2 in another random stat. Gain -2 in a random remaining stat, and -1 in a random remaining stat.

**Level 4 Individual:** A second voice in your head tells you when danger is near. You gain a permanent +2 bonus to AC. Whenever this AC would let you dodge an attack that you otherwise wouldn't, your character must make a Charisma save DC 13 or suffer from a random form of long term madness. The player

may repeat this save every time they take a long rest. On a success, the madness goes away

**Level 5 Individual:** The voices in your head grow louder as they compel you to act before your enemies. Gain the Alert feat (Players Handbook P165)

**Level 6 Individual:** Your character gains advantage on saving throws against mind altering effects

**Level 7 Individual:** You share the voices in your head with the world. Once per day as a regular action you may have all creatures within 10 feet of you (including yourself) make a Charisma Save DC (9+ charisma modifier). On a failure, that character is afflicted with a random form of short-term madness (p259 Monster Manual). A character who passes this save cannot be affected by this madness for another 24 hours.

**Level 8 Individual:** Roll 1d4. Demogorgon rewards your loyalty with a magic item.

1	Tentacle Rod (Dungeon Masters Guide P208)
2	Staff of Withering (Dungeon Masters Guide P205)
3	Figurine of Wondrous Power (Ebony Fly) (Dungeon Masters Guide P169)
4	Deck of Many Things (13 cards) (Dungeon Masters Guide P162)

## Appendix 5: Turn Actions Sheet

Food Stored	<input type="checkbox"/>	Turn Order
Number of Goblins	<input type="checkbox"/>	
<b>Actions</b>		
<b>Food</b>		*Decide what your adventures will do *Assign Goblin Tasks *Feed Goblins *Check for Adventures
Collect Fruit/Nuts	<input type="checkbox"/>	
Hunt Small Game	<input type="checkbox"/>	
Hunt Big Game	<input type="checkbox"/>	
Rustle Cattle	<input type="checkbox"/>	
<b>Defence</b>		
Craft Armor	<input type="checkbox"/>	
Build Traps	<input type="checkbox"/>	
Improve Traps	<input type="checkbox"/>	
<b>Miscellaneous</b>		
Breed	<input type="checkbox"/>	
Mine for Gold	<input type="checkbox"/>	
Brew Swampbeer	<input type="checkbox"/>	
Dig Tunnel	<input type="checkbox"/>	
Dig Room	<input type="checkbox"/>	